

**NAME**

XmbDrawText, XwcDrawText, Xutf8DrawText - draw text using multiple font sets

**SYNTAX**

```
void XmbDrawText(Display *display, Drawable d, GC gc, int x, int y, XmbTextItem *items, int nitems);
```

```
void XwcDrawText(Display *display, Drawable d, GC gc, int x, int y, XwcTextItem *items, int nitems);
```

```
void Xutf8DrawText(Display *display, Drawable d, GC gc, int x, int y, XmbTextItem *items, int nitems);
```

**ARGUMENTS**

*d* Specifies the drawable.

*display* Specifies the connection to the X server.

*gc* Specifies the GC.

*items* Specifies an array of text items.

*nitems* Specifies the number of text items in the array.

*x*

*y* Specify the x and y coordinates.

**DESCRIPTION**

The **XmbDrawText**, **XwcDrawText** and **Xutf8DrawText** functions allow complex spacing and font set shifts between text strings. Each text item is processed in turn, with the origin of a text element advanced in the primary draw direction by the escapement of the previous text item. A text item delta specifies an additional escapement of the text item drawing origin in the primary draw direction. A **font\_set** member other than **None** in an item causes the font set to be used for this and subsequent text items in the **text\_items** list. Leading text items with a **font\_set** member set to **None** will not be drawn.

**XmbDrawText**, **XwcDrawText** and **Xutf8DrawText** do not perform any context-dependent rendering between text segments. Clients may compute the drawing metrics by passing each text segment to **XmbTextExtents**, **XwcTextExtents**, **Xutf8TextExtents** or **XmbTextPerCharExtents**, **XwcTextPerCharExtents**, **Xutf8TextPerCharExtents**. When the **XFontSet** has missing charsets, each

unavailable character is drawn with the default string returned by **XCreateFontSet**. The behavior for an invalid codepoint is undefined.

The function **Xutf8DrawText** is an extension introduced by The XFree86 Project, Inc., in their 4.0.2 release. Its presence is indicated by the macro **X\_HAVE\_UTF8\_STRING**.

## STRUCTURES

The **XmbTextItem** structure contains:

```
typedef struct {
    char *chars; /* pointer to string */
    int nchars; /* number of bytes */
    int delta; /* pixel delta between strings */
    XFontSet font_set; /* fonts, None means don't change */
} XmbTextItem;
```

The **XwcTextItem** structure contains:

```
typedef struct {
    wchar_t *chars; /* pointer to wide char string */
    int nchars; /* number of wide characters */
    int delta; /* pixel delta between strings */
    XFontSet font_set; /* fonts, None means don't change */
} XwcTextItem;
```

## SEE ALSO

XDrawImageString(3), XDrawString(3), XDrawText(3), XmbDrawImageString(3),

XmbDrawString(3)

*Xlib - C Language X Interface*